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Title: The Morgaz Machine 2

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3 engine units are used with the Morgaz Machine, each placed perpendicular to another. This engine is designed to use either energetic or heat energies, do not use atrophative energy

sources such as cold or entropic energies. The crystal energy is pulsed into the piston chambers, the fluctuating heat pushing the pistons. The diagram labels the belt connections fairly clearly,

the chassis arm movement is basic technomancy.

\*Line drawings of the chassis from 3 angles, detailing each movement arm and how they connect to the chassis

and engine. Further drawings and cross sections detail the wiring inside the arms and how they connect to the other parts of the machine\*

4 - Emotive projection system

\*Drawings of an arcane gem cluster from 3 different angles\*

This system creates sensations of emotion and projects them through the arcana-observance

system(3b) to attempt to distract and overwhelm the fleshcrafter. Each arcane gem contains

instructioning for a particular emotion or state of mind. The reaction controller(2) calls the emotive projection system for the particular emotive it needs, and the emotive projection system

sends it back to the controller(2) which then sends it into the arcana-observance system(3b) to inflict onto the fleshcrafter.

\*More drawings of the device and how the various components connect, numbering each of the gems\*

\*A full page with small writing giving the gem instructioning for various emotions, numbering each set of instructioning to match the schematic gems\*

5 - Diligence  
conversion drive

\*A drawing of a device with a glass containment chamber with wire mesh embedded into the glass, wires coming off it to connect to a power

crystal and a series of arcane gems\*

This device translates the singularity essence of diligence into a physical force. It spins the essence ether while

coursing raw arcanage through it, capturing the aspect of diligence in the energy and giving it an active form. Diligence

manifests as a pressure or push force, such as with an earthquake. The

diligence-imbued energy is sent to the larger arcana-observance picks (3b) and is released directly into or onto the fleshcrafter. To do it any other way would cause significant machine damage.

The purpose is to crack and damage through any shielding the fleshcrafter may use in defense. The average pulse is between 35 to 60 kilograms, however with further power

crystals and essences added the pressure punches could likely reach upwards of 250-500 kilograms. Several combined drives could possibly create enough pressure to cause large

earthquakes. The Morgaz Machine is the first applied use of the diligence conversion drive, where it has been largely successful. Also note, while 35-60 kilograms may seem light, this is

not standing weight. To give an idea of what happens when the pulse is sent through the fleshcrafter, it is like a 35-60 kilogram object being hurled at high speed and impacting.

that, the resulting shock wave causes damage to the rest of the body. It is enough pressure to pulp non-fleshcrafters. I also recognize that my current pressure representation system is

flawed, relying on a speed/weight relationship to convey a sense of force. As I continue to study the pressure effects, I will develop a better measurement system.

\*more drawings of the device components, labeling them and how to put them together\*

Like with the other arcane-offensive components, the diligence conversion drive connects to the reaction controller(2). However, instead of sending the energy to the reaction

controller(2) and then to the arcana-observance system(3b), it sends it directly to the arcana-observance system(3b) to prevent pressure damage to the control unit(2).

6 - Chemical delivery system

\*A drawing of a box containing tubing leading from several glass bottles attached to the top of the box, valves and

arcane gems connecting to the tubes. At the bottom of the device are two large containers with valved tubes leading from them, one labeled for water, the other blood\*

This system connects to the reaction controller(2) and arcana-observance system injectory picks(3b).

The  
controller(2) calls to the  
chemical delivery system  
to inject a particular

substance into the  
fleshcrafter. The chemical  
delivery system will then  
send the chemical to the  
arcana-observance system  
injectory picks(3b). Each  
chemical container valve  
has an arcane gem with

instructioning identifying  
it, and the reaction  
controller(2) gem  
responsible for chemical  
calling needs to have  
proper instructioning so  
its calls match the  
available chemical arcane

gems. See the section 2  
instructioning for further  
details. The chemical  
delivery system is also  
responsible for delivering  
the anti-torporing  
enhanced blood, which is  
sent to two specific

arcana-observance system  
injectory picks(3b) which  
are otherwise left unused.  
Also ensure water is  
readily available when  
working with acids, the  
safety system will ensure  
water will shower acidified  
areas.

\*drawings showing the  
blood tubing and the  
specific picks the tubes  
connect to, and also the  
points where the water  
tubes connect to on the  
machine\*

The chemicals specifically  
used in this schematic  
are:

- a) 35% vitriol
- b) poison elemental  
venom #5 concentrate.  
Necrotic in nature to  
living things, slows down

regeneration in the affected area of a fleshcrafter.

c) lysergic acid diethylamide. Note the holding vial should be either painted or metal coated externally to prevent light damage to the compound.

The full machine also made use of dread venom concentrate, 30% nitric acid, and antihemorrhagics.

The anti-torporing enhanced blood is a standard anti-coagulant and blood mixture with added 5% eyeberry extract (methyltheobromine) and 5% methylphenidate.

\*a section with instructioning for the different valve gems\*